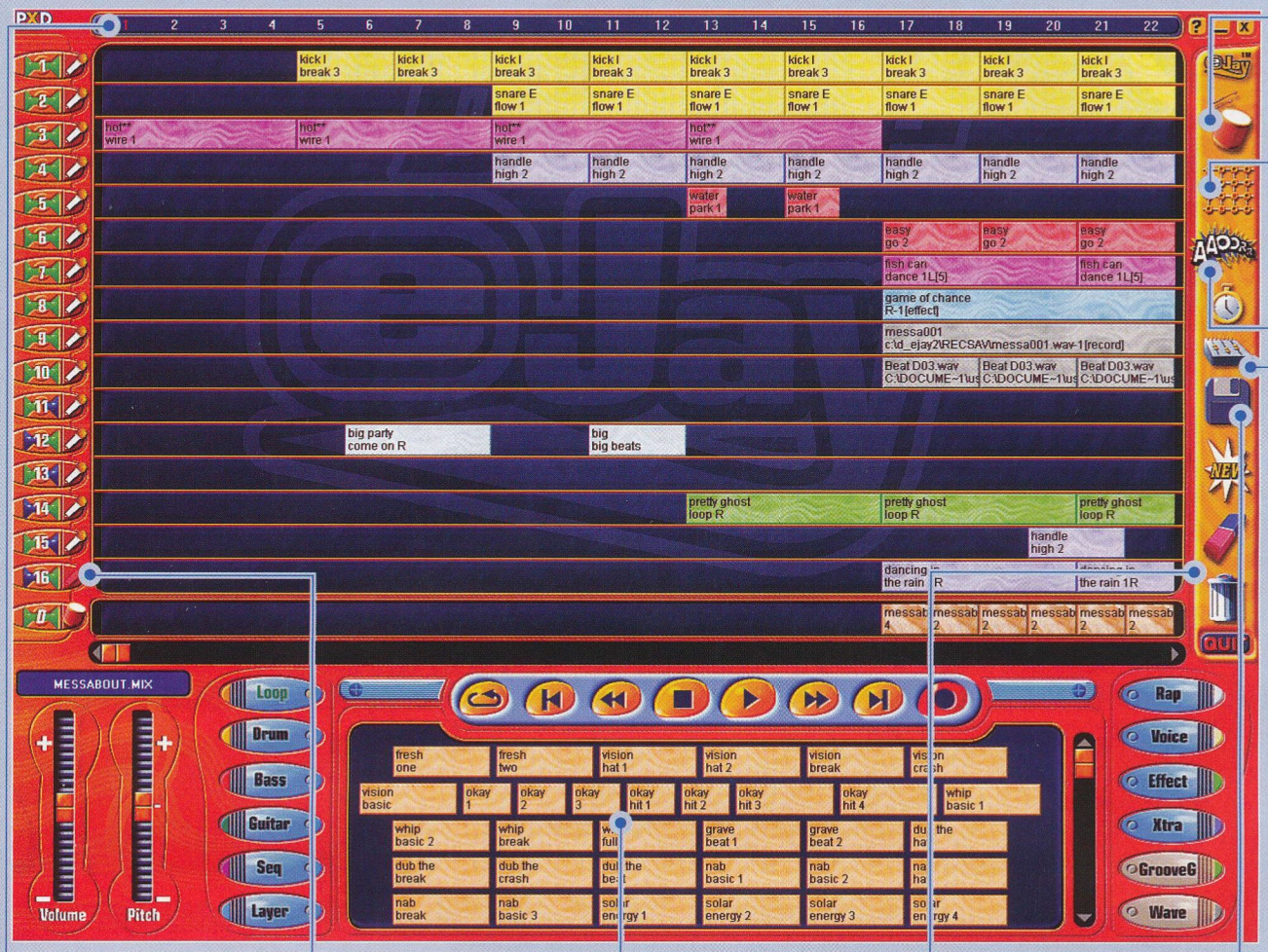


Groove Generator
Click here to open the Groove Generator engine and set drums, levels and effects for your own rhythmic musings

Groove Generator Matrix
This screen provides a 16x10 matrix for programming your drum rhythms against a grid. Variations can be placed at any point in the song using the Groove Generator Track

Effects Studio
Drag a part onto this icon to open the Effects Studio. You have access to four main effects and master volume, and can render your edits to a new clip to be used in your song

Mixer
Each track has its own independent pan and volume controls. These are accessed from this simple mixer

On our free bonus CD this month you'll find the full Dance eJay 2+ package. Load it up and have some fun...

Timeline
Watch the song position indicator move left to right as the song plays. Click on this timeline and hit play to start the song at any point

Tracks
There are 16 tracks and one Groove Generator track. Set the pan position using the speaker icons and arm the track for recording by clicking on the Mic button

Sample pool
Access, audition and arrange your sample collection from here. This version of eJay 2 features eJay sample collections 4, 5 and 6, giving you 3,500 sounds to use in your music!

Eraser and Trash
Use the eraser icon to delete parts and undo edits. Drag and drop unwanted samples from the arrangement area onto the Trash to remove them from your mix

File icon
Save, load, import and render the entire mix to a .wav file for burning to CD using this icon

PC

DANCE EJAY 2+ TUTORIAL

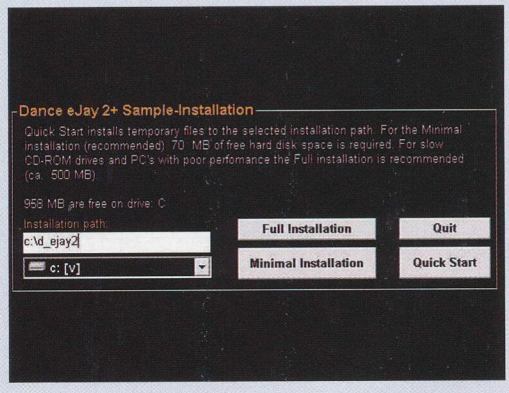
The guided tour

If you want to create music really quickly, nothing beats a loop-based audio arranging package. We're giving you just such an app this month, and it's one of the best known out there...

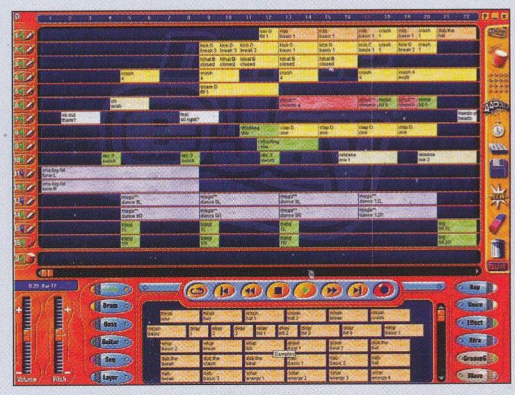
THIS MONTH'S SOFTWARE giveaway is a full version of Dance eJay 2+, and it comes with a massive collection of samples for you to use in your own songs. While eJay will never offer the same degree of control over your music as a traditional sequencer or soft studio, it does provide you with a simple way of constructing loop-based music on the fly, and there's none of the potentially complicated stuff that comes with the more advanced music applications.

This ease of use makes for a great beginner's package and an ideal jumping-off point for those just starting out. It's a perfect way to explore the world of loop-based sequencing before diving into some of the more complex programs available today. And if you're an old hand, you might want to take advantage of eJay 2+'s 3,500-strong sample library, exporting any sounds you like as .wavs.

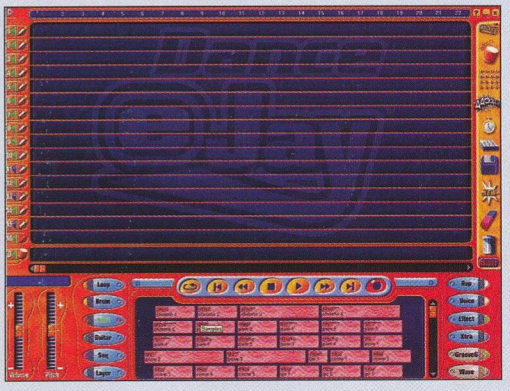
You also have the ability to import, effect and arrange you own loops, and even make direct recordings of your own instrument or voice to go along with your sequences. Look out for our full review of eJay's latest package in *Computer Music* soon. Until then, let's immerse ourselves in the delights of Dance eJay 2+ and see just what it's capable of. Buckle up, were goin' in... **cm**


Dance eJay 2+ Sample-Installation
Quick Start installs temporary files to the selected installation path. For the Minimal installation (recommended) 70 MB of free hard disk space is required. For slow CD-ROM drives and PC's with poor perfomance the Full installation is recommended (ca. 500 MB).
956 MB are free on drive: C
Installation path:
c:\d_ejay2
c: [v]
Full Installation
Minimal Installation
Quit
Quick Start

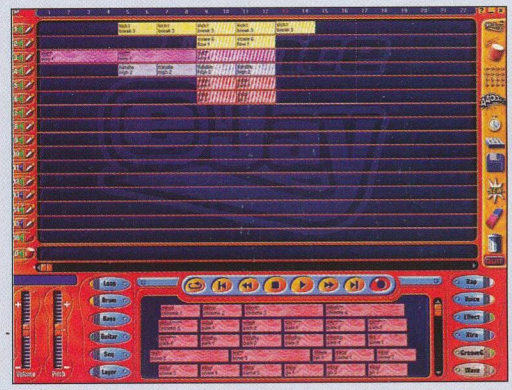
1 Chuck the CD in your drive and the program installer will autorun. (If you have auto insert notification switched on, use Windows Explorer to browse to the CD and double-click on Setup.exe.) The program will scan your computer and ask how you wish to install the program. Hit Minimal Installation, unless you have a very slow CD-ROM drive.



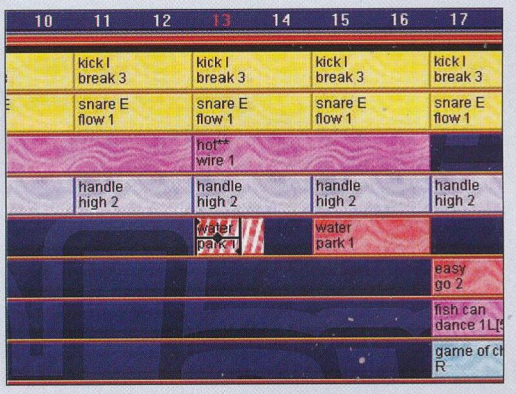
2 After installation, you will be presented with the main screen and the intro demo song. You don't need to mess about with your settings, as eJay uses the Windows default audio device for playback (Start»Control Panel»Sounds and Audio Devices»Audio). Press the Play button to hear the demo and watch the song position (top of screen) move from left to right.



3 Let's start building our own song. Click the new Mix button to the right. A new song will open. You have 16 tracks and a drum track on the top half of the screen, with the transport controls and the samples list down in the bottom section. The samples are grouped into sections to make them easy to navigate. Double-click on any of the samples to audition them.



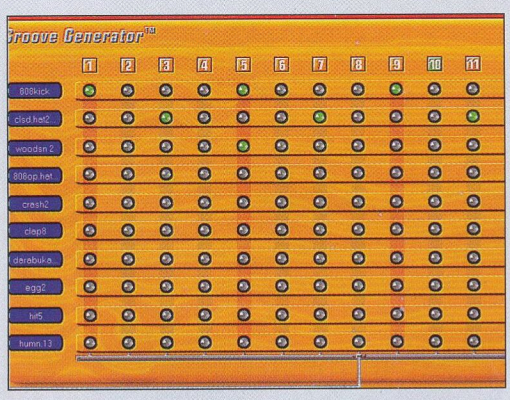
4 Building a song is a simple case of grabbing a sample that you like and dragging it onto a track of your choice. Right-clicking and holding on a sample in the Arrange page will copy it to another position. Any sample dropped into the Arrange grid will snap to a suitable position to keep it in time.



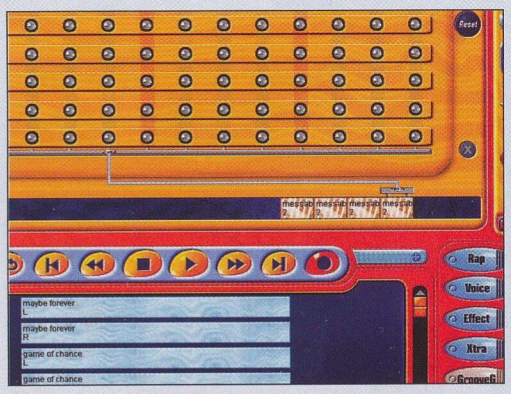
5 You can resize individual events. Click on a sample in the Arrange page and a black 'H' will appear on the part. You can grab either the left or right of the part and drag it to resize it, or use the horizontal bar to set the individual volume of the sample (this only works when the song is stopped).

6 Dance eJay 2 also has a built-in drum machine called the Groove Generator. Click on the drum icon (on the far right) to open it up. There are ten pads, each with different properties, and in the samples list is a collection of single hit samples. Click a pad to audition it and drag and drop the drum hits of your choice into any one of the ten pads.

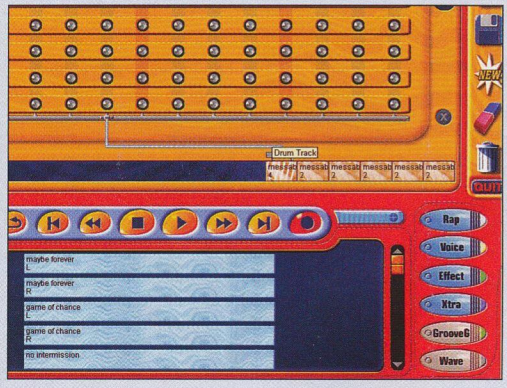
7 Each pad has a volume control, a left and right pan (although this is limited to extremes only), and there are three global effects available: a filter, a delay-based 'echo' effect and distortion. Have a play with the effects and listen to the results.



8 We can sequence these pads into a new drum rhythm to go along with our sampled song. Click on the Matrix button (below the drum) to open the Groove Generator Matrix. This is a simple grid-based drum generator. Click on a sample to audition it and click on each of the lights to add a hit to your loop. You can hear the loop play back as you build it up.

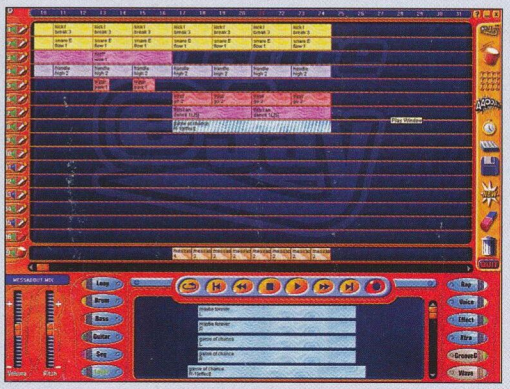


9 Notice that a part is now being displayed in the timeline below the drum matrix? Well, this tallies exactly with your song and can be used to place and repeat the loop at any point in your song. Simply right-click and drag, and the part will be copied just like a normal loop.

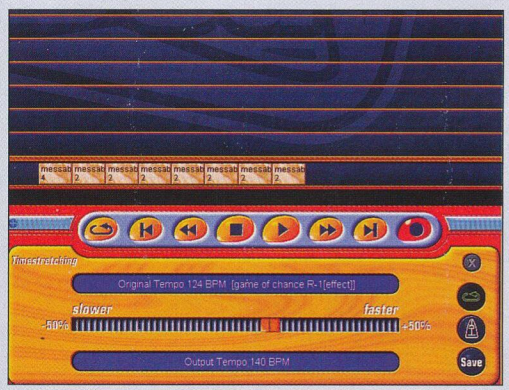


10 When you click on a loop, the shuttle moves to it and makes it available for editing. In this manner, you can program new patterns and variations as your song progresses. Click on the grid button again to return to the Arrange window.

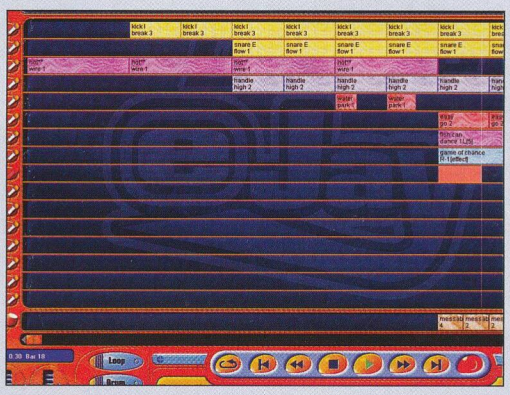
11 You can process individual parts of a track. Grab the part you wish to apply an effect to and drag and drop it onto the Effects Studio button to open the effects section. Here, you have a small keyboard display used for pitching the sample, as well as Filter, Echo, Robotize and Distortion effects, and overall volume. Have a play with the effects to hear the changes as your part is played back.



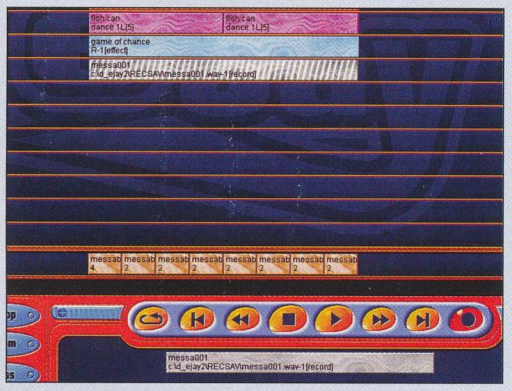
12 In order to fix the effect to your part, you need to click the Save button in the effects window. A new loop is rendered with the effects applied – you'll spot it appearing in the loop bin with the extension (effect). Go back to the Arrange page, delete the original loop and replace it with the effected loop.



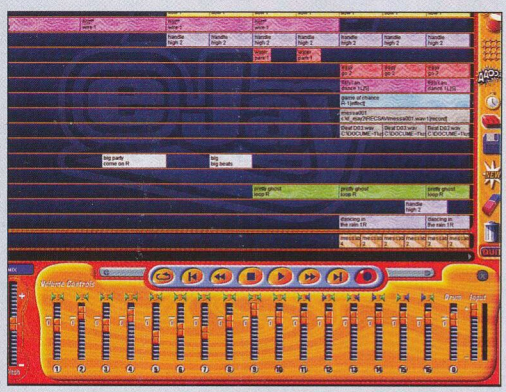
13 You can also timestretch individual parts using the – you guessed it – Timestretch function. This enables you to adjust the tempo of a loop. Drag a loop onto the Timestretch icon and the Timestretch dialog will appear at the bottom of the screen. You can adjust the part so that it becomes up to 50 percent faster or slower. Once again, you'll need to save the loop and re-import it to fix the effect to the part.



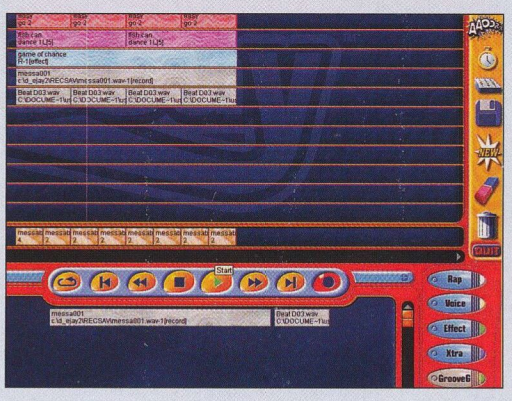
14 You can record your own instrument parts or vocal noodlings into eJay if you have a microphone attached to the computer's audio input. (Once again, eJay uses the default Windows recording device as its input source). Just click on the mic icon on the track you wish to record to, click on the timeline at the bar you wish to begin recording at, and hit the Record button.



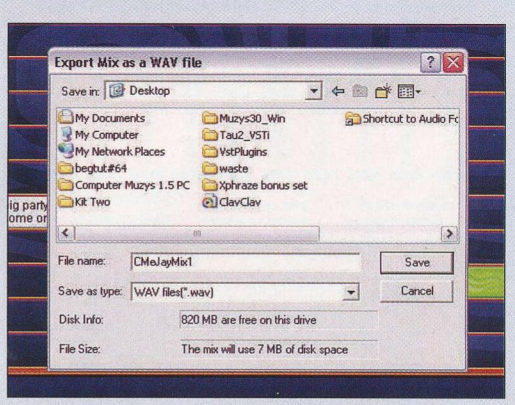
15 The part will be created in the Arrange page and will also appear in the sample bin in the section named Wave. Once your recording is placed into the program, you can use the effects and Timestretch tools to adjust the recording as you see fit.



16 Use the built-in mixer to adjust the individual levels of each track and get a decent balance in the mix. Click on the mixer icon to the right to open it. Unfortunately you can only adjust the volumes when playback is stopped, not in real time, but the mixer is useful for fine-tuning the song before you export it.



17 To import your own samples into the Wave pool, click on the disk icon and select Import Samples. Browse to your sample of choice and hit Open. The sample will be automatically timestretched to fit the song and will appear under the Wave button in the sample selector. It can then be imported into your track. Try using some of the construction kits on this month's cover CD.



18 When you've finished your track, you can mix the result down to a stereo audio file ready for burning to CD-ROM. Click on the disk icon, select **Export Mix** and the Export dialog will open. Name your file and hit Save to render everything to a single audio file. If you just want to get your hands on eJay 2+'s in-built samples, this is the way to get them out of the program. **cm**